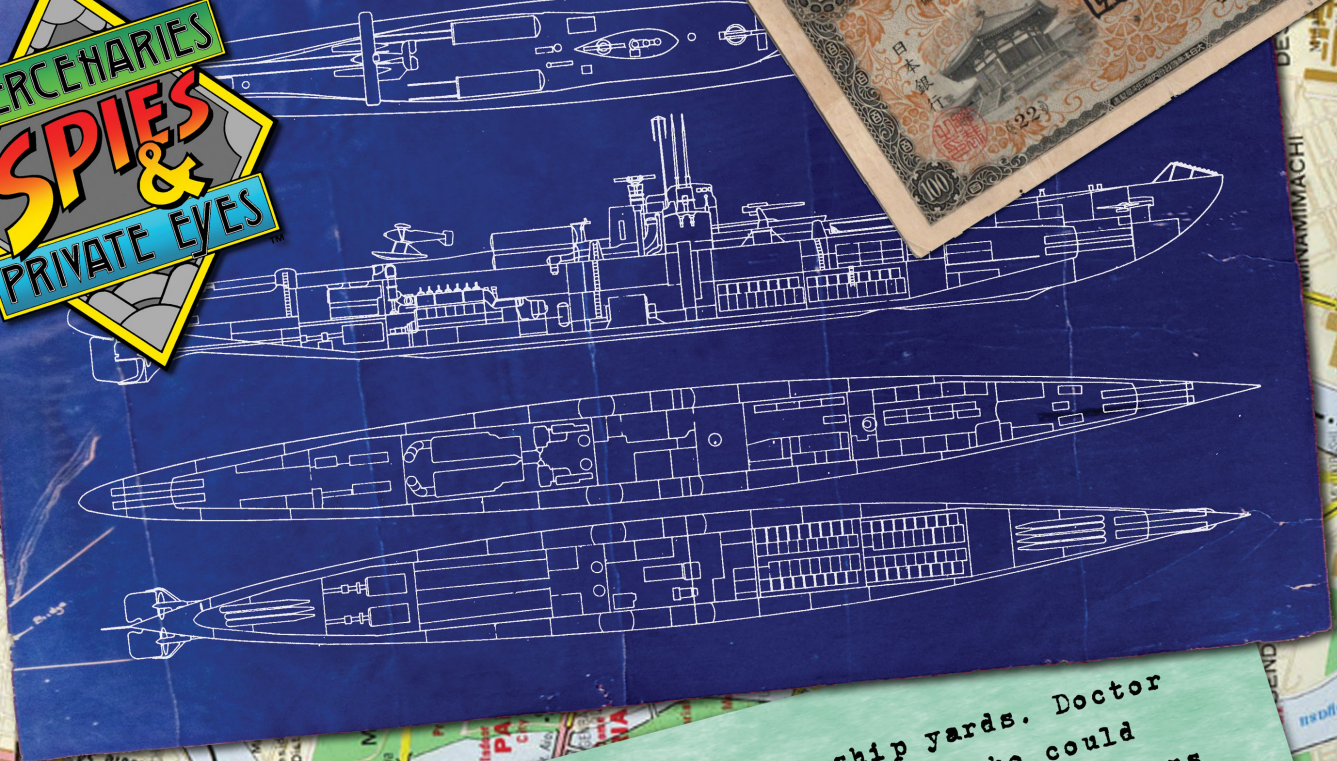


MSPE: the Combined Edition!

MERCENARIES SPIES & PRIVATE EYES



Your assignment is to infiltrate the Kawasaki ship yards. Doctor Hashimoto will be your contact. Neutralize any hostiles who could compromise your identity. You must, at all costs, capture the plans for the new I-6J2 submarine. You will, of course, be paid your normal fee, with a bonus if you escape with the plans undetected.

你在東京的上級
是李醫生地址是
日光街道四十號

FBI - 3902



MERCENARIES

SPIES &

PRIVATE EYES

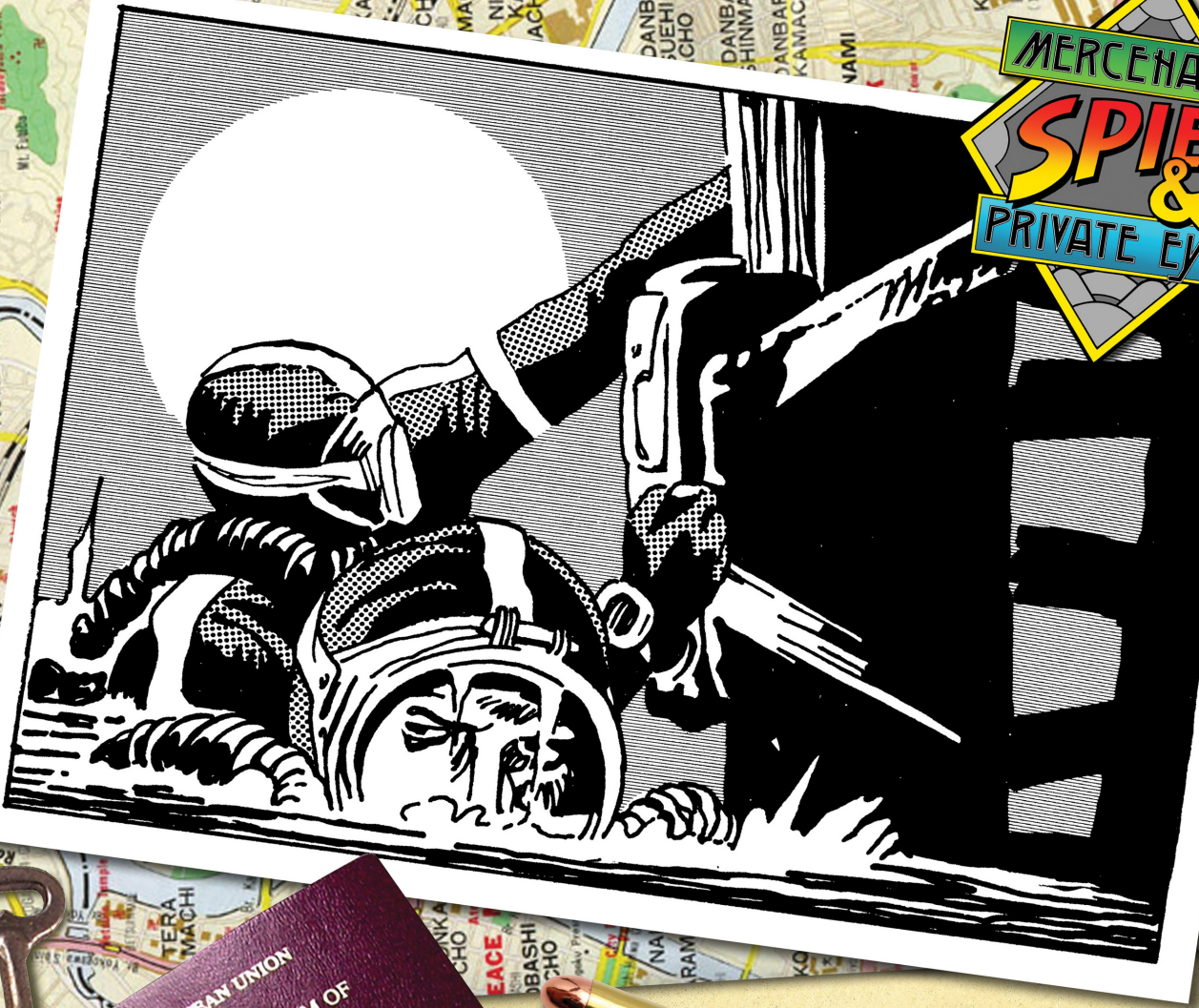
GAME MASTER
SCREEN



FBI 3902

Flying Buffalo Inc.

MERCENARIES
SPIES
&
PRIVATE EYES



TOP SECRET

PHOENIX SCRAMJET
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ADVENTURING

Standard Saving Rolls

Level of Saving Roll	Target (2d6)
0	5
1	20
2	25
...	+5 every level

Versus Individual NPCs

Opponent's Attributes + Skill(s)

Used for skills such as Confidence

Saving Roll = 2d6* + Attribute + Skill(s) * DARO Applies

Vehicle Crashes

Damage	MPH/5 dice of damage to vehicle and what it hits
Head-On	Add all speeds and divide evenly to vehicles
Damage to Occupants	Damage is TN* of SR Luck Saving Roll Success = No Injury Failure = Injury CON damage equal to amount missed

Class	CON	Example
0	CON	Person, Animal
1	100	Motorcycle / sapling tree
2	250	Subcompact
3	350	Compact
4	400	Sedan / small pickup or suv
5	500	Van / large pickup or suv
6	650	APC / Semi
7	750	Tank

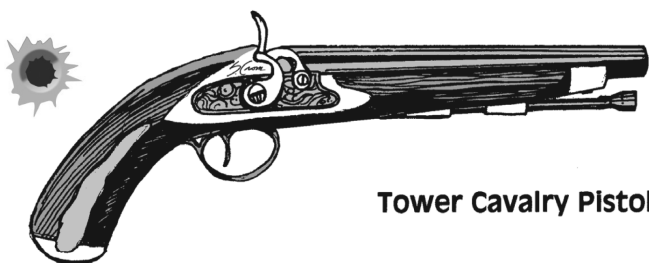
*TN=Target Number

Adventure Point Guidelines

Risk	Base = 100pts
x0 to x5+	No Risk up to Suicide Mission
Combat	Base = Enemy CON
x½ to x3+	Much Weaker Foe up to x3+ Superior Foe <i>Add extra +1 if capture instead of kill</i>

Saving Roll Adventure Points

SR lvl x Die roll (Each use of a skill adds 50AP to the total.)



Tower Cavalry Pistol

Information Gathering

The Types of Saving Rolls

Passive SR
(GM Calls for the Roll or Does a Secret Roll, usually LK)
Active vs Environment
Active vs Individual NPC

Skills Usually Applicable to Environment

Chic, Diplomacy, Elocution, Research, Forensics, Observation, Cryptology

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Chic, Confidence, Diplomacy, Elocution, Seduction, Observation

Note: As always, if a player comes up with a good reason that any of a character's skill(s) can apply, allow it.

Recovery And Healing

Unarmed/Stun/Non-Lethal Damage

Target stunned for # of turns/minutes equal to damage over CON.
Target recovers 1/2 of Stun damage upon waking.

Critical Wounds (to fully heal)

Over 100% CON
30 + Damage x 3 in Days

Serious Wounds (to fully heal)

50-100% CON
14 + Damage x 2 Days

Slight Wounds (to fully heal)

1pt - 49% CON
Damage x 2 Days

Attributes other than CON

1 Point every 30 minutes.

Poison - Type and Damage

Knockout Drops

1 Drop = 1d of SPD, DEX, and STR Damage
Normal Recovery

Neurotoxin

1 Dose = 2d to STR first hour, 1d to STR subsequent until anti-venom administered
If STR drops to zero or below, character will die unless given anti-toxin within six minutes (12 Combat Rounds).
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Hemotoxin

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CORE COMBAT

Missile Weapon Chart I

	Target	Stand/Aim	Move	Dodging/Cover
Shooter	Range			
Stand/Aim	5 yards or less	10	15	20
Move		15	20	25
Dodge/Cover		20	25	30
Stand/Aim	6-50 yards	20	25	30
Move		25	30	35
Dodge/Cover		30	35	40
Stand/Aim	51-100 yards	30	35	40
Move		35	40	45
Dodge/Cover		40	45	50
Stand/Aim	101+ yards	40	45	50
Move		45	50	55
Dodge/Cover		50	55	60

Missile Weapon Chart II

	Target	Stand/Aim	Move	Dodging/Cover
Shooter	Range			
Stand/Aim	5 yards or less	20	25	30
Move		25	30	40
Dodge/Cover		30	35	40
Stand/Aim	6-50 yards	10	15	20
Move		15	20	25
Dodge/Cover		20	25	30
Stand/Aim	51-100 yards	30	35	40
Move		35	40	45
Dodge/Cover		40	45	50
Stand/Aim	101+ yards	40	45	50
Move		45	50	55
Dodge/Cover		50	55	60

Ranged Target Size Chart

Target Size	To Hit	Example
Tiny (4" diameter or less)	x4	Eyes, coin
Small (5" - 2 feet)	x3	Head
Medium (2 feet - 5 feet)	x2	Children, tires
Large (5 feet - 12 feet)	x1	Adult, motorcycle
Huge (12 feet+)	x ¾	Trucks, cars

Armor

General Armor

Roll Dice Equal to Armor Rating and Subtract from Damage

Flak Vests

As General Armor, but only versus bullet damage.
(Optional MK4 with plates is 5d+3/bullet AND vs shrapnel)

Order of Combat Turn

1	Martial Arts Attacks w/Speed SR & Within 6 feet
2	1st Missile Weapon Round
3	Martial Arts Attacks between 6 and 20 feet of target
4	Standard Movement
5	2nd Missile Weapon Round
6	Hand to Hand Combat
7	Movement

Cover


Damage Dice Reduced	Example
1	1" wood, windshield, 1/8" steel
2	3" wood, car door
3	6" wood, 1" plasterboard, per layer of bricks
4	Bulletproof glass, per layer cinderblock, 1" steel

(Optional) Instead of rolling additional dice, just remove damage dice starting with highest value and going down.

Sample Weapons

	Capacity	Dice + Adds
Hand To Hand		
Broken Bottle	-	1 + 3
Switch Blade	-	2
Hunting Knife	-	2 + 2
Billy Club	-	3 (Lethal/Non)

Missile Weapon Chart I

Colt Peacemaker	6	3	
Smith & Wesson 9mm	8	3	
S&W .44 Magnum	6	7	
Colt 1911A	7	4 + 1	
*UZI	25/32/40	3 + 2	
*Thompson	20/30/50	4 + 3	


Missile Weapon Chart II

Tazer (Also HTH, Max 25 feet)	1	4 (Lethal/Non)
Ithica Model 37 Shotgun	8	8/4/2
Browning .30-06	5	12
AK-47	30	6 + 2

* Submachine guns use Chart I no stock and Chart II if using a stock

Useful Page References

From the 2019 MSPE Combined Edition

P. 47 - 49	Martial Arts Combat	
P. 56 - 55	Generic Foes and Animal Chart	
P. 79 - 82	Dinosaurs and Nightstalkers	

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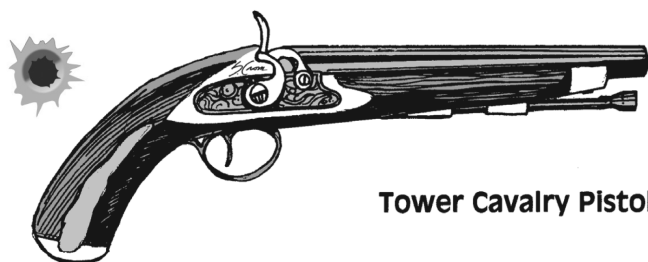
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